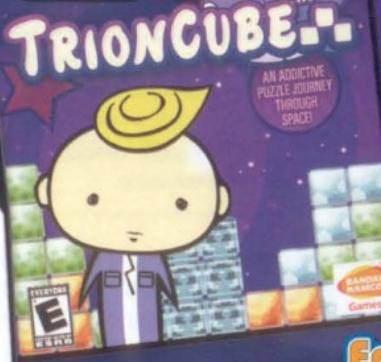


# 3...2...1! BLAST OFF!

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Various modes include Story, Arcade, Endless, VS. and Tutorial, each with their own unique challenges!

Invite a friend for head-to-head\* play or match up against Hellmetal to test your stacking skills!

Unlock new backgrounds and crazy sound effects, including sushi rolls, dogs, cows, and more!

**EmuMovies**

NINTENDO DS™

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PRINTED IN USA

NINTENDO DS™

The cover art for QuickSpot features a collage of game scenes. At the top right is a red speech bubble containing the text "INCREASE YOUR BRAIN ACTIVITY!". Below the speech bubble are several smaller screenshots: one showing a character in a boat, another showing a character in a field, and others showing characters in various environments. The main title "QuickSpot™" is written in a large, stylized font across the center. At the bottom, there is a timer icon with the text "INSTRUCTION BOOKLET" and "0:3 sec".

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS<sup>TM</sup> VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

## CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



*This product uses the LC Font by Sharp Corporation, except some characters. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.*

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In this manual, screenshots with a green border represent the Top Screen, and a purple border represents the Bottom Screen.

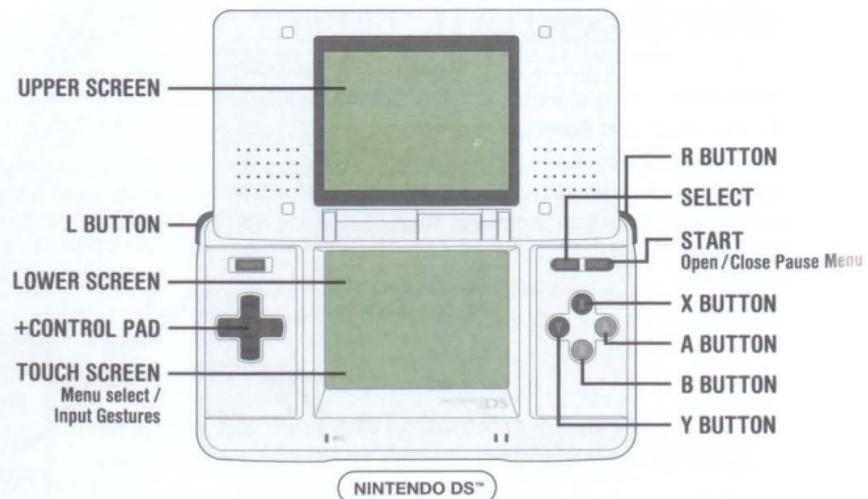


# CONTROLS

This section explains how to use your Nintendo DS™. Almost all of the game actions can be performed from the Touch Screen.

## NINTENDO DS™

The names of each component of the Nintendo DS™ are explained below.



You can close your Nintendo DS™ while playing to enter Sleep Mode and reduce battery consumption. Open your Nintendo DS™ again to quit Sleep Mode and resume play.

## BASIC TOUCH SCREEN OPERATION

Use the stylus or wrist strap using the following basic movements:

### TOUCHING

"Touching" refers to the action of lightly touching the Touch Screen with the stylus or other appropriate instrument.

#### With the stylus



#### With the wrist strap



### SLIDING

"Sliding" refers to the action of gently holding the stylus or other appropriate instrument against the Touch Screen, and moving the instrument across the screen.

#### With the stylus



#### With the wrist strap



## TAKING CARE OF THE TOUCH SCREEN

- Touch the Touch Screen with a compatible stylus, wrist strap, or other instrument specified in the game.
- Do not use the stylus or any other instrument that has been damaged.
- Do not rub or press the Touch Screen with excessive force.
- Do not rub or scrape the upper screen with the stylus or any other instrument.

# INTRODUCTION



## Simple, refreshing, QuickSpot™!



Use the stylus to draw circles around differences you find. Simple controls make it easy to play anytime and anywhere!



QuickSpot™ contains a large number of illustrations—there are a variety of puzzles! Do your best to challenge them all and train your right brain!



# BASIC CONTROLS AND RULES

This game is controlled by simply using the stylus to draw circles on the screen. Make sure that you draw your circles carefully, or else they might not be recognized by the game.



### CIRCLE OBJECTS TO MARK THEM

Draw a circle around differences that you find on the Touch Screen with the stylus. Also, to select menu items on menu screens, draw a circle around them.



CIRCLE DIFFERENCES



CIRCLE MENU ITEMS

### Draw Circles Carefully!

The game can't recognize shapes that aren't circles or circles that are too big. Draw a tight circle around only the object that you want to select.

# STARTING THE GAME

While your Nintendo DS™ is still turned off, insert your QuickSpot™ Game Card into your Nintendo DS™ until it clicks.

1. Turn on the power, and the screen on the right will be displayed. Read what it says, and after you've understood all of it, tap the Touch Screen to continue.
  - Press the Power Button to turn power OFF.
2. On the Nintendo DS™ Menu Screen, tap the panel that says "QuickSpot." The game will begin.
  - If your Nintendo DS™ system's start-up mode is set to Auto Mode, step #2 will be unnecessary. Please see your Nintendo DS™ System Instruction Booklet for more information.
3. Once the Title Screen is displayed, draw a circle around the word "Start" on the Bottom Screen to go to the Menu Screen.



## MENU SCREEN

Tap a menu item to display an explanation on the Top Screen. Choose a menu item by drawing a circle around it.

**Single Player Mode** (See Page 10)  
Spot differences by yourself.



**Multiplayer Mode** (See Page 18)  
Play versus matches with friends. In addition to Nintendo DS™ Wireless Play and Nintendo DS™ Download Play modes, there is also a mode that allows you to play on a single Nintendo DS™ system.

## Saving the Game

You can create up to three save files to store your data. These files allow you to save your stage clear records and Brain Activity record from Single Player Mode, as well as the names you've registered (up to eight) in Time Bomb in Multiplayer Mode. If you'd like to delete your game records, select "Delete" from the Data Select Confirmation Screen (see page 10).



# SINGLE PLAYER MODE

Selecting “Single Player” from the Menu Screen allows you to enjoy QuickSpot™ by yourself. There are three modes, including a mode where you look for differences one after another, as well as a mode where you can have your fortune told.

## Inputting File Information

When playing for the first time, draw a circle around “New Game” and then decide on a name. Touch the characters on the screen to input a name, then circle “Confirm” once you’re done. Touch “←” to delete a character. Next, input your birthday, select a gender, character icon, and a job.



## DATA SELECT CONFIRMATION SCREEN

Circle the word “Start” at the bottom of the screen and the game will begin, taking you to the Single Player Mode Menu. The “Job” and “Delete” options at the bottom also allow you to change your save file information and delete your save file.



**Start**.....Start the game using the data you’ve selected. Draw a circle around the mode you wish to play.

**Job** .....Change your title.

**Delete**.....Delete the data in the file you’ve selected.



## RAPID PLAY

In this mode, you are shown a series of pictures where you have to find differences one after another. You must find each difference within 10 seconds or less. Find a set number of differences in each stage within the time limit in order to advance to the next stage. The higher the level, the more difficult the differences will be to find.

## Rapid Play Stage Select

Circle the level and stage you wish you play. Tap a level or stage with the stylus to view details. Also, select “Data” to check your current Brain Activity (see page 13).



# SINGLE PLAYER MODE CONTINUED...

## Basic Rules

Compare the illustrations on the Top Screen and the Bottom Screen and look for differences. When you find a difference, circle that difference on the Bottom Screen. If you're correct, the game will move on to the next illustration. If you can't correctly find a difference within 10 seconds, you will get an incorrect answer and the game will move on to the next illustration.



## Pause Menu

Press START or Up on the +Control Pad while playing to pause the game and bring up the Pause Menu.

**Continue** ..... Returns to the game in progress.

**Retry** ..... Starts the current stage over from the beginning.

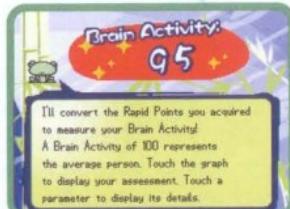
**Stage Select** ..... Returns to the Stage Select Screen.

**Quit Game** ..... Returns to the Menu Screen.

## Results

When you successfully find a set number of differences, or if the time limit elapses and the stage ends, your "Rapid Points" for that stage will be displayed. Draw a circle around the word "Next" to view your Brain Activity. On this screen, you can tap the graph to display advice, or touch the individual abilities, such as Intuition and Concentration, to display information about that ability. Once you're done looking at your results, draw a circle around "Next" to go to the Rapid Play Retry Menu.

From the Rapid Play Retry Menu, you can draw a circle around "Play Again" to retry the same stage you just played. Circle the word "End" to go back to the Rapid Play Stage Select Menu.



## Rapid Points and Brain Activity

Your Brain Activity is an average of your various abilities (such as Intuition and Concentration), and it will increase or decrease depending on the Rapid Points that you receive at the end of a stage. If you get a good score and obtain lots of Rapid Points you can receive medals, and your Brain Activity will increase as well. Practice to get better scores!

# SINGLE PLAYER MODE CONTINUED...

## Boss Stages

At the end of all the stages in a level, a boss stage will appear. At this point, you'll encounter particularly difficult QuickSpot™ puzzles like the two below. If you find the differences within the time limit, you'll clear the level and will be able to move on to the next level.

Boss stage puzzles can appear as normal stages in subsequent levels.

**NOTE:** When playing the "Blow" boss stage, make sure you take frequent breaths while blowing so that you don't run out of air!



**RUB** – Slide the stylus across the Bottom Screen to uncover the picture and look for differences.

**BLOW** – Blow into the microphone to blow the leaves out of the way and look for differences.



## FOCUS PLAY

In this mode, several differences are hidden on the Top and Bottom Screens. There's no time limit, so take your time and look carefully for all of the differences.

### Focus Play Stage Select

First, draw a circle around a picture of a stage to select it. You can also tap a picture with the stylus to view its details. Tap the arrows to navigate between different pages of pictures. If you clear all of the stages, new stages will appear.



## TODAY'S FORTUNE

You can have your fortune told daily, choosing from one of four types of fortunes. Draw a circle around the type of fortune you'd like to receive. You can choose from Health, Work (or Study), Romance, and Money. Circle the differences you see and once you're done, you will be told your fortune for the day.



# NINTENDO DS™ Wireless Communication



## NINTENDO DS™ WIRELESS PLAY

### What You'll Need

- Nintendo DS™ or Nintendo DS™ Lite systems – 1 system for each player
- QuickSpot™ Game Cards – 1 card for each player

### Steps

1. Make sure that the power is off to all Nintendo DS™ systems. Insert one Nintendo DS™ Card into each of the systems.
2. Turn the power to all Nintendo DS™ systems on. The Nintendo DS™ Menu Screen will be displayed.
3. Tap the panel that says "QuickSpot."

### Wireless Play Warnings

- Keep the distance between systems at 30 feet or less, or close enough so that the wireless strength stays at two or more bars.
- Have players face their Nintendo DS™ systems towards each other while playing, and avoid having people or other obstructions between the Nintendo DS™ systems.
- Avoid interference from other devices. If wireless play seems to be affected by nearby devices (Game Boy® Advance Wireless Adapters, Nintendo GameCube™ WaveBird Wireless Controllers, wireless routers, microwave ovens, cordless devices, etc.), move to another location or turn off the interfering device.



## NINTENDO DS™ DOWNLOAD PLAY

### What You'll Need

- Nintendo DS™ or Nintendo DS™ Lite systems – 1 system for each player
- QuickSpot™ Game Card – 1 card

### Steps for Hosting

1. Make sure that the power is off to your Nintendo DS™ system. Insert the Nintendo DS™ Card into your system.
2. Turn the power to your Nintendo DS™ system on. The Nintendo DS™ Menu Screen will be displayed.
3. Tap the panel that says "QuickSpot."

### Steps for Guests

1. Turn the power to your Nintendo DS™ system on. The Nintendo DS™ Menu Screen will be displayed.
2. Tap the panel for "DS Download Play." The Game List Screen will be displayed.
3. Tap the panel for "QuickSpot." The Download Confirmation Screen will be displayed.
4. After verifying the information, tap "Yes." The data download from the other player will commence.

# MULTIPLAYER MODE

In this mode, you can compete with friends to spot the differences in various pictures. Choose "Multiplayer" from the Main Screen, and circle one of the three available games to select it.



## TIME BOMB

In this mode, all players take turns to find differences, sharing a single Nintendo DS™ system (wireless communications are not used). Up to 8 players can play.

### Player Select

Here, you decide on the players who will participate in the game. Eight names will be displayed. Have each player decide which name they would like to use, then circle the names in the order you wish to play.



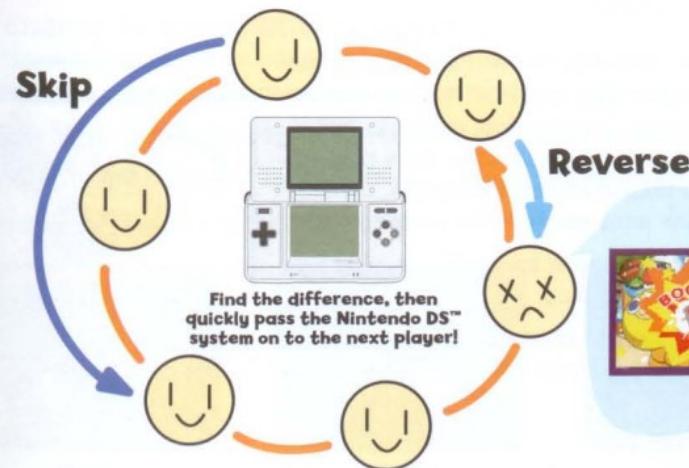
If you circle the word "Change" on the Time Bomb

Player Select Screen, you can change the player names that are displayed. Circle the name you wish to change, then tap letters with the stylus to input a new name. Once you've finished inputting a name, circle "Confirm." When you're done changing all names, circle "Back" to return to the Time Bomb Player Select Screen.

After selecting players and the order of play, choose "Confirm," then choose "Start Game" on the Time Bomb Entry Confirmation Screen.

### Basic Rules

Once the game starts, you'll be put into a game of "Hot Potato" with a time bomb. Starting with the first player, each player finds one difference at a time. Once a player finds a difference correctly, the Nintendo DS™ system is passed on to the next player in order. The player holding the Nintendo DS™ system when the time bomb explodes is the loser.



# MULTIPLAYER MODE CONTINUED...

## Changing Play Order

Sometimes, the game will display messages such as "Skip" or "Reverse" while playing. When this happens, instead of passing the Nintendo DS™ system to the next person in order, pass it to the person whose name is displayed on the screen.



## SCRAMBLE

This mode uses Nintendo DS™ Wireless Play to let up to four players play together. Players compete to find differences, and the first player to find and circle a difference gets points. Once players have finished finding all the differences, the player with the most points is the winner.

Your position is displayed on the gauge on the Top Screen while you play.

NOTE: For Nintendo DS™ Wireless Play instructions, read "Nintendo DS™ Wireless Play" on page 16.



## Starting Wireless Multiplayer

The player who's going to host the game (Player 1) should circle "Host," while all other players circle "Join." Once guests successfully connect and circle Player 1's name, the names of those guests will be displayed on Player 1's screen. When Player 1 circles "Close," the game will move on to the Scramble Stage Select, followed by the wireless game.



## A Chance to Annoy Other Players

In "Scramble," when other players correctly answer before you use your "Disrupt Gauge" and when ready, you can tap one of the following three effects.

- Mosaic** .....Temporarily puts a mosaic effect on the Bottom Screen.
- Frogs** .....Causes a bunch of frogs to appear on the Bottom Screen.
- Negative** .....Inverts the colors on the Bottom Screen.



MOSAIC



FROGS



NEGATIVE

# MULTIPLAYER MODE

CONTINUED...



## DOWNLOAD PLAY

In this mode, up to four people can play against each other with a single Nintendo DS™ Card, using Nintendo DS™ Download Play. The rules are the same as "Scramble" (see page 20); the first player to find a difference between the two pictures earns points.

Once players have finished finding all the differences, the player with the most points wins.

**NOTE:** For Nintendo DS™ Download Play instructions, read "Nintendo DS™ Download Play" on page 17.



### For Hosts (nintendo DS™ Systems with the Game Card Inserted)

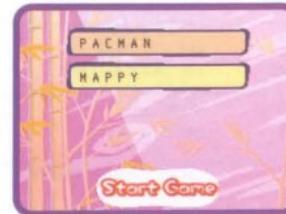
After you select "Download Play", the game will go to the Download Lobby. After finding guests, circle "Begin Transfer" to send game data to other players. Once the transfer is complete, the Download Play Set-Up Screen will be displayed. After checking that the players are correct, circle "Begin Transfer" to send pictures to other players, then circle "Start Game" to begin.



### For Guests (nintendo DS™ Systems without the Game Card Inserted)

Once the download of game data from the host has completed, the Download Play Set-Up Screen will be displayed, and you can begin "Download Play".

**NOTE:** Downloaded data will not be deleted if you close the Nintendo DS™ and put it into Sleep Mode. However, if you turn the power off or the host selects "End" after a game is over, the data will be deleted.



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# NOTES